

DEVELOPMENT SERVICES DEPARTMENT IBC CODE DATASHEET

1.	SCOPE OF WORK: NEW ADDITION REMODEL			
2.	PROPERTY IDENTIFICATION NUMBER/ ACCOUNT NUMBER:(CENTRAL APPRAISAL)			
3.	ADDRESS:			
	LEGAL DESCRIPTION: LOT BLOCK TRACT SUBDIVISION / SURVEY (ZONING SECTION PLANNING)			
5.	ZONE: IF SP OR SC THEN CONTRACT ATTACHED. (ZONING MAP AND PLANNING DIVISION)			
5.	FLOOD ZONE VERIFIED: YES NO (DEVELOPMENT DIVISION)			
7.	PARKING REQUIRED: SPACES (ZONING ORDINANCE)			
8.	PARKING PROVIDED: SPACES			
9.	OCCUPANCY: (EXISTING)			
	OCCUPANCY: (PROPOSED IBC CHAPTER 3)			
10. AREA SQUARE FOOTAGE (REMODEL):				
11. NEW SQUARE FOOTAGE:				
12. GROSS SQUARE FOOTAGE (NEW & EXISTING):				
13.	CONSTRUCTION TYPE: (IBC CHAPTER 6)			
11	OCCUPANT LOAD: (IRC TABLE 1004 1.2)			

15. INCHES OF EGRESS REQUIRED:	(IBC SECTIO	ON 1005)			
16. FOOD SERVICE: YES NO (HEA	ALTH DEPAI	RTMENT)			
17. ALLOWABLE AREA: (TAI	BLE 503 IBC)			
18. BUILDING HEIGHT: (TA	BLE 503 IBC	E)			
19. REQUIRED FIRE RATED WALLS DESIGNATED: Y 7 IBC)	YES(CHAPTER			
20. DISTANCE FROM BUILDING TO THE NEAREST T 1 2 (AS A VEHICLE WOULD TRA		YDRANTS:			
21. SPRINKLERED STRUCTURE: YES NO	(CHAPT	ER 9 IBC)			
22. FIRE ALARM: YES NO (CHAPTER	9 IBC)				
23. STANDPIPE: YES NO (CHAPTER 9	IBC)				
DOCUMENTS/DRAWINGS INCLUDED					
1. CIVIL DRAWINGS:	YES	NO			
2. ARCHITECTURAL DRAWINGS:	YES				
3. PLUMBING DRAWINGS:	YES	NO —			
4. ELECTRICAL DRAWINGS:	YES	NO —			
5. MECHANICAL DRAWINGS:	YES	NO —			
6. LANDSCAPE DRAWINGS:	YES	NO			
7. IRRIGATION DRAWINGS:	YES	NO			
8. DARK SKY COMPLIANCE:	YES	NO			
9. LIGHTING ENERGY CODE COMPLIANCE:	YES	NO			
10. ENVELOPE ENERGY CODE COMPLIANCE:	YES	N0			
11. MECHANICAL ENERGY CODE COMPLIANCE:	YES	NO			
12. DOOR SCHEDULE:	YES	NO			
13. WINDOW SCHEDULE:	YES	_ NO			
14. PLUMBING SCHEDULE:	YES	NO			
15. ASBESTOS REPORT:	YES	_ NO			
16. STORM WATER POLLUTION PREVENTION PLAN:	YES	_ NO			

TAS COMPLIANCE

1.	() DOORS/HARDWARE	
2.	() ACCESS ROUTE (PUBLIC)	
3.	() SPACE REQUIREMENTS	
4.	() BATHROOMS	
5.	() PARKING/VAN ACCESSIBLE	
6.	() COUNTERS	
7.	() EAB REGISTRATION NUMBER #	